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**CLAIM AMENDMENTS:**

1. (Currently amended) A method of selecting a target object in virtual three-dimensional space, comprising:  
identifying objects, including the target object, in the virtual three-dimensional space;  
determining distances between the objects and a point in the virtual three-dimensional space, the point in the virtual three-dimensional space indicating a position of a virtual camera within the virtual three-dimensional space;  
prioritizing the objects based on the distances and identities of the objects; and  
selecting the target object from among the objects based on the priority assigned to the objects.
2. (Previously presented) The method of claim 1, wherein the objects comprise one or more of a link object and a non-link object.
3. (Previously presented) The method of claim 2, wherein prioritizing comprises assigning a higher priority to the non-link object than to the link object if the distances meet a predetermined criterion.
4. (Original) The method of claim 1 wherein:  
the objects include a link object; and  
prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.
5. (Original) The method of claim 4, wherein the predetermined distance comprises 0x1000000.
6. (Original) The method of claim 1, wherein identifying comprises distinguishing between a link object and a non-link object.
7. (Original) The method of claim 1, further comprising:  
receiving coordinates based on a user input; and

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locating the objects in the virtual three-dimensional space based on the coordinates.

8. (Original) The method of claim 1, wherein determining the distances comprises obtaining differences between coordinates in the virtual three-dimensional space for the objects and coordinates in the virtual three-dimensional space for the point.

9. (Currently amended) An apparatus for selecting a target object in virtual three-dimensional space, comprising:

a memory that stores executable instructions; and

a processor that executes the instructions to:

identify objects, including the target object, in the virtual three-dimensional space;  
determine distances between the objects and a point in the virtual three-dimensional space, the point in the virtual three-dimensional space indicating a position of a virtual camera within the virtual three-dimensional space;

prioritize the objects based on the distances and identities of the objects; and

select the target object from among the objects based on the priority assigned to the objects.

10. (Previously presented) The apparatus of claim 10, wherein the objects comprise one or more of a link object and a non-link object.

11. (Previously presented) The apparatus of claim 9, wherein prioritizing comprises assigning a higher priority to the non-link object than to the link object if the distances meet a predetermined criterion.

12. (Previously presented) The apparatus of claim 9, wherein:  
the objects include a link object; and  
prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.

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13. (Original) The apparatus of claim 12, wherein the predetermined distance comprises 0x1000000.
14. (Previously presented) The apparatus of claim 9, wherein identifying comprises distinguishing between a link object and a non-link object.
15. (Original) The apparatus of claim 9, wherein the processor executes instructions to:  
receive coordinates based on a user input; and  
locate the objects in the virtual three-dimensional space based on the coordinates.
16. (Original) The apparatus of claim 9, wherein determining the distances comprises obtaining differences between coordinates in the virtual three-dimensional space for the objects and coordinates in the virtual three dimensional space for the point.
17. (Currently amended) An article comprising a computer-readable medium that stores executable instructions for selecting a target object in virtual three-dimensional space, the instructions causing a machine to:  
identify objects, including the target object, in the virtual three-dimensional space;  
determine distances between the objects and a point in the virtual three-dimensional space, the point in the virtual three-dimensional space indicating a position of a virtual camera within the virtual three-dimensional space;  
prioritize the objects based on the distances and identities of the objects; and  
select the target object from among the objects based on the priority assigned to the objects.
18. (Previously presented) The article of claim 17, wherein the objects comprise one or more of a link object and a non-link object.

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19. (Previously presented) The article of claim 18, wherein prioritizing comprises assigning a higher priority to the non-link object than to the link object if the distances meet a predetermined criterion.
20. (Original) The article of claim 17, wherein:  
the objects include a link object; and  
prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.
21. (Original) The article of claim 20, wherein the predetermined distance comprises 0x1000000.
22. (Original) The article of claim 17, wherein identifying comprises distinguishing between a link object and a non-link object.
23. (Original) The article of claim 17, wherein the article further comprises instructions to:  
receive coordinates based on a user input; and  
locate the objects in the virtual three-dimensional space based on the coordinates.
24. (Original) The article of claim 17 wherein determining the distances comprises obtaining differences between coordinates in the virtual three-dimensional space for the objects and coordinates in the virtual three-dimensional space for the point.